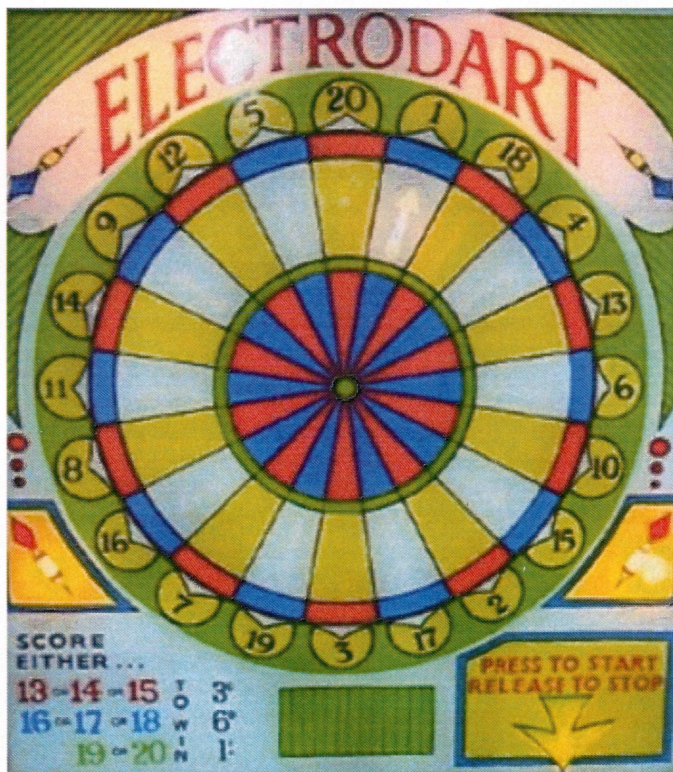


MECHANICAL MEMORIES MAGAZINE

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*The only UK magazine dedicated to
vintage coin-operated amusement machines*

Mechanical Memories Magazine

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Editorial

Hello, and here we are with the February magazine, which should hopefully reach you a little earlier in the month than last time. At the time of writing, the school half term holiday is fast approaching, so as I shall be open at Brighton during that week (weather permitting), I'm hoping I shall be able to get the magazine the printers in time, otherwise it will be desperately late again!

There's not much to report this month, other than to reiterate my plea for more articles, because I have now completely run out! Do please try to write something.

I'm keeping this brief, as it's now gone 3.00 in the morning and I need some sleep!

Until next time, all the best

Jerry

Dreamland

MARGATE

Save Dreamland Update February 2013

PROJECT UP-DATE

As we enter 2013 we move into another important phase for the Dreamland Margate project. Throughout last year, we assisted Thanet District Council with its compulsory purchase of the Dreamland site, a process that both parties embarked on with great reluctance, but one that was essential if there was to be any chance of Dreamland reopening as an amusement park. Margate has endured a vacant, derelict site in the heart of its seafront for far too long.

Just before the end of last year we received news from our partners, Thanet District Council, that the hearing date for the appeal to the Compulsory Purchase Order has been set for 20th and 21st March 2013. We understand there will be a 28-day vesting process thereafter if we are successful and we can anticipate access to the site in May.

In 2013, we hope to finally be able to get on site and start work on Stage One of the Dreamland Margate development, to include: the refurbishment of the park entrance through the Dreamland Cinema building; landscaping; the installation of a number of exciting rides; the restoration of the Scenic Railway and much more.

We have a fantastic team who are making this project happen, led by our Project Director, Mike Nuttall, and our Audience Development Officer, Jan Leandro. Our consultant design team is now led by Wayne Hemingway and the talented group of people at HemingwayDesign, and we are being advised on the restoration of our rides by Michael Smith of the Dingles Fairground Heritage Centre.

With the park due to open in 2014, this year is undoubtedly going to be our busiest yet, and you should see more visible work on site over the summer as the project gathers pace. We hope to be able to open a visitor centre on site too; an inspiring place where visitors can learn about the project, see exhibitions and buy souvenirs, and we also hope this will be a great resource for schools and the local community. There will also be a programme of events through the summer to whet your appetite for the opening of Dreamland next year.

Keep reading Mechanical Memories Magazine, as I will give you regular updates on the project, including dates for events on the park.

PRESENTING TIM HUNKIN & HIS UNDER THE PIER SHOW

Last year we had the privilege of taking a small part in the inaugural GEEK (Gaming Expo East Kent). We were delighted to be asked to join in again this year with what has become the biggest gaming event in Kent!

Social media, the internet and gaming has, for a generation, created a culture of home-based entertainment. It's difficult for some people to imagine (or indeed, remember!) a world where the only way to pursue your gaming interests was to don your hat and coat, get out of the house and head for an amusement arcade. So for GEEK2013, we set out on a quest to find out more about our amusement arcade heritage.

We soon discovered that, outside of MMM and a very small number of books, very little has been written about the history of amusement arcades despite their far-flung success, but we did find a man who knows an awful lot of stuff. So much, in fact, that his interest in amusement arcades has led to a ten-year-long obsession with creating his own amusement arcade of home-made machines on Southwold Pier in Suffolk.

Tim Hunkin, engineer, cartoonist, writer and artist is probably best known for creating the Channel 4 television series, *The Secret Life of Machines*, which revealed the mysterious mechanics of anything in the home from the washing machine to your gaming console. For 15 years Tim produced the cartoon strip, *The Rudiments of Wisdom* – a visual encyclopaedia for the Observer newspaper, which explains everything from the workings of an albatross through to the functions of zoos.

Tim's work extends beyond TV and media and includes curating exhibitions and building interactive museum exhibits for the likes of the Eden Project, the ICA, the Science Museum and the Cabaret Mechanical Theatre, as well as designing numerous public engineering works, chiefly for entertainment. So with his blend of museums, engineering and entertainment expertise, we were thrilled to bits when Tim agreed to come down to Margate to give a visual talk about the history of the amusement arcade and the building of his own arcade and the machines and games within it – the Under the Pier Show.

The Dreamland Trust is proud to present for one day only, Tim Hunkin, at Turner Contemporary on Thursday 21st February 2013 at 3pm. Tickets are £6 (£5 concs) including a cuppa – proceeds will be split between the gallery and The Dreamland Trust.

Nick Laister

Nick Laister (Chairman, The Dreamland Trust)

www.dreamlandmargate.com

www.savedreamland.co.uk

Walking over the Waves: Quintessential British Seaside Piers

by Chris Foote Wood

In 2007, author and broadcaster Chris Foote Wood achieved a lifelong ambition - to visit every seaside pier in England, Wales and the Isle of Man - all 56 of them! This odyssey, plus copious research, has provided the raw material for Walking over the Waves.

In words and pictures, Chris describes in fascinating detail the history, the personalities, the stories and legends and the present condition of this very British institution, the seaside pleasure pier. Read about how they were built and who built them, the storms, shipwrecks and fires that hit our piers and sometimes destroyed them, and the stars who performed or still perform on them.

From the longest pier to the shortest, the oldest to the youngest, the finest to the most mundane, they are listed. "Each pier is different, with its own individual personality," Chris enthuses, "some piers are still much as they were when they were built in the Victorian and Edwardian eras, while others are wholly given over to entertainment and modern amusements. Most are a mixture of the two".

"Seaside piers appeal to all ages, all generations and most nationalities. Piers offer a complete range of enjoyment and satisfaction - there's something about a pier, stretching out over the water, that has universal appeal. Enthusiasts appreciate a pier's form and structure, while most holidaymakers are more concerned about the facilities on offer. Some are content to stroll along the pier deck, enjoying the benefits of fresh air, exercise and views over the sea while others immerse themselves in the amusement arcades and funfairs that are a major feature of most of our remaining seaside piers. Food, drink and entertainment are all the more enjoyable when taken 'over the waves'."

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WALKING OVER THE WAVES

Quintessential British Seaside Piers

Chris Foote Wood



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Introduction by Stuart Dale

This month we have a real treat for you, and I hope you will all enjoy reading it. I should like to give my thanks to Joyce Todd, author of this story, not only for the time she took in researching and writing this, but also for her kindness in letting us re-publish it here in the pages of Mechanical Memories Magazine. The story was first told via the internet, in the blog pages of the coin-op community website (coin-opcommunity.co.uk) in 2011, so my thanks also go out to Steph Norbury, who runs the coin-op community site, for all her help in making this story available for us to read.

Stuart



‘Our Ian’ – Ian Jamieson

By Joyce Todd

As most of you know, Ian Jamieson retired in July 2011 and I thought it only fitting that we should all know more about him after his dedication to the industry for many years.

Born in Bridlington in 1946, Ian Michael Jamieson is the only son of Doris and Arthur Jamieson, who was the founder of Jamieson's. Arthur started the company in 1956 with just £5, and went on to manufacture such iconic machines as Rotolite, Electrodart and Easy Push wall machines; Bingo, Soccerette and Stadium table novelty style games. Subsequently they became more involved in sales of a range of centre pushers, including Silver Jubilee, Runways and Lucky Push.

At the age of 10, Ian accompanied his father on a machine delivery to Kraft Automatics in London and spent his time listening to a jukebox continuously playing the No 1 hit of the day ‘Diana’ by Paul Anka and also playing the pintables, leaving his father to conduct the business. When he was 11 during school holidays he did odd jobs at the factory earning himself pocket money and he was 13 when he attended his first ACA exhibition at the Royal Horticultural Hall, London where Jamieson's had a variety of machines on Kraft Automatics stand, who acted as their ‘exclusive’ distributor. A while later this ‘exclusivity’ was mutually discontinued. Jamieson's changed its name to Jamieson Automatics Ltd, and exhibited at Alexandra Palace, Olympia, NEC, Blackpool, including the Golden Mile Centre, Winter Gardens and Norbreck Castle.

Leaving grammar school at 17, Ian became fully employed at Jamieson's. After working in the factory for a year he got the opportunity to get involved with sales. Once he'd passed his driving test, he took a lorry load of machines to Newcastle's Town Moor fair, under instructions not to come back until everything was sold! Arriving at the fair where the showmen were erecting rides, stalls and arcades, he was welcomed – as many knew his father, but he soon learned that familiarity would not benefit him in making a profit.

Three days later convinced he'd sold up, he returned to Bridlington, and his father went mad when he saw a lorry full of old machines, which were none other than ‘trade-ins.’ Mind you ‘trade-ins’ were not the only thing he came back with – he had a variety of payments mainly in cash, even down to bags of old pennies, but when all was totalled up and the ‘trade ins’ accounted for, there really wasn't much profit from the trip if any! Ian didn't fall for that again, he had learned his lesson, the hard way.

The 1968 Gaming Act caused concern for Jamieson Automatics as it did for many, but having come out the other side of it, they decided to dip their toe in the international market exhibiting in Vienna, Zagreb, Moscow, Bucharest, Atlanta and Dublin, with regular sales and visits to New Jersey, Tokyo, Denmark, Norway and Finland to name but a few, and by this time they employed a staff of 40.

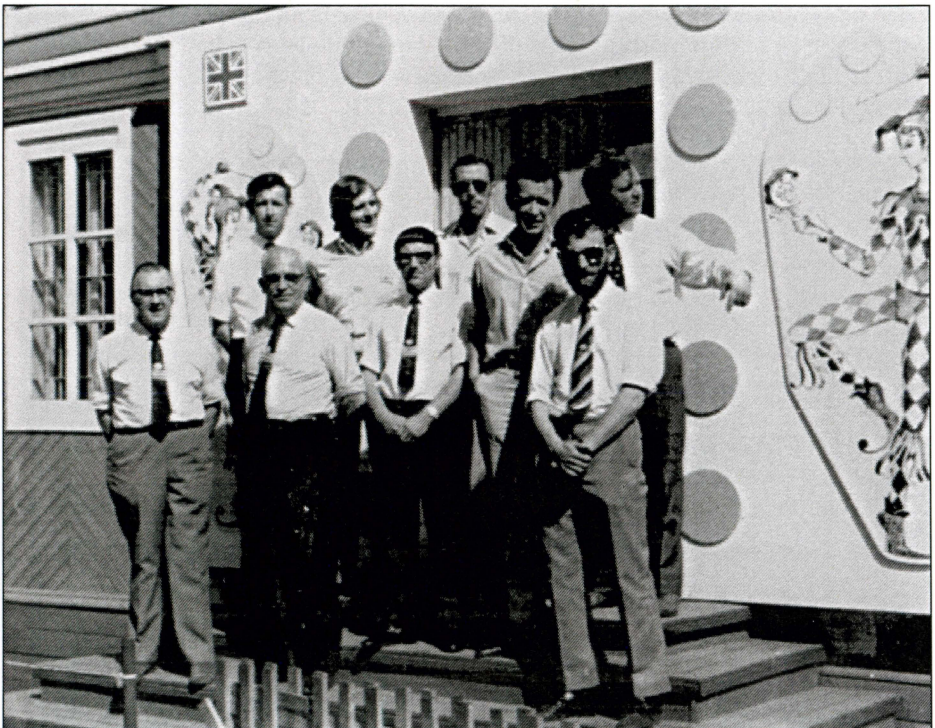
The 1971 Moscow show was arranged jointly by the DTI and Alan Willis (BACTA) and involved companies from the UK including Streets, Cromptons, Mayfield Diamond, Rollites and Jamieson Automatics. To say Moscow was an eye-opener was somewhat of an understatement!! They all spent three weeks in August at the Ismailovsky Amusement Park, which was an historic 'Royal' estate, exhibiting for three hours a day only to Russian dignitaries. Of course these Russian dignitaries soon realised the exhibitors could be 'used' to demonstrate their products to the general public who in turn would play the machines with their own money. They were then allowed to exhibit 4 hours a day with the exhibitors acting like amusement arcades. A 50/50 split with the Russians was agreed with them keeping the keys but emptying the machines in the presence of the exhibitors.



Ian Jamieson on the right.

As Russian currency could not be taken outside Russia, and with briefcases bulging with roubles, the UK exhibitors had to use their currency to buy relatively pointless products if and when they could find them. Needless to say, some of the roubles were spent at the British Embassy club on alcohol and when they were leaving Moscow they left behind what roubles they had at the club instructing them to spend them on fellow Brits. Then on a return visit in 1972, Ian and his fellow exhibitors found there were still enough roubles left to quench their thirst!

Bucharest (Romania) in 1972 was a different matter. It was Ian's first solo trip and the first disaster was that the brand new articulated 40ft lorry which was the pride and joy of driver Brian Hartshorn of Mayfield Diamond was held up at Customs. Eventually, after numerous phone calls (remember, there were no mobile phones in those days) the lorry and the machines turned up. They were there for a week and again only allowed to exhibit for one hour for three days – this time to officials only, as no public were allowed here.



The intrepid travellers: Industry luminaries, Alan Willis (BACTA), Alan Wilson, Gerry Bowyer and his brother Peter, Shane Breaks, Derek Tomlinson, Ian's father and Peter ? from Streets.

Whilst walking down a Bucharest highway, Ian got arrested. This was due to the fact he had crossed the road to buy an ice cream and jaywalking is an offence in Romania. When Ian heard the whistles behind him, he had no idea that the Politzi were after him! They asked for his passport, which was in the hotel safe, so they then whisked him off to a police station, where fortunately someone spoke English. They called the hotel, checked his details and some three hours later, a somewhat shaken Ian was escorted back to the hotel. He put himself on hotel curfew after this!

As far as sales were concerned, everything taken to Bucharest was sold – including Brian Hartshorn's treasured lorry! He was not allowed to drive it away and a price was negotiated for it. Neither Brian or Eddie Carter from Mayfield Diamond were happy about this, but there was little they could do about it...

Selling machines in Ireland has always been an experience. Around 1972 Jamieson Automatics were contacted by John Coyle and Billy Charlton who had seen their products at Blackpool. The pair asked if they could visit Bridlington and do a deal. They agreed to fly in the following week and when Ian asked 'fly into where?' Their reply was Bridlington Airport of course, which is strange as even to this day there is still no airport at Bridlington! But fly into Bridlington they did – landing in a field in their own small prop airplane. Business was done and Ian volunteered to deliver the machines to Ireland.



Never having driven to or been in Ireland before, Ian boarded a ferry in Stranraer for Larne to what he thought was a delivery address in the North but how wrong he was! Ian had instructions to phone John Coyle when he arrived at the border, so he did and all John said was, "Just park your lorry up and I'll come and collect you. No one will bother you as I've made arrangements for you." But Ian was worrying how he was going to get back over the border the following day. John and Billy arrived in a large Mercedes and asked him to leave the keys for his lorry with them. Ian started worrying even more, wondering what was going to happen to his lorry and the £20,000 of machines unpaid for on it? But he had very little choice in the matter.

Taking him to a hotel in their hometown of Ballyshannon, John and Billy then got a restaurant to re-open and the three then ate huge steaks (Ian hadn't eaten for nearly 24 hours) all washed down by several pints of Guinness. When they got back to the hotel at 3am it was closed, but luckily there was a ladder nearby and Ian managed to climb in and get to his room, and didn't know another thing until midday. He was then woken up to be told there was someone in reception for him. It was John and Billy, who took him to John's home and paid him for the machines even throwing in a tip for himself. Finally they took him back over the border to his lorry, which was waiting intact, minus the machines of course.

1970's saw the onslaught of videogames, but Jamieson Automatics continued to produce wall machines adding simple upright versions of the same games including Bingo, Electrodart etc, and one of their big successes of this period was the Bingo Table which was wanted by both arcades and fairgrounds in the UK and abroad even as far as Australia. Pushers were also high in the market and they produced multi-players such as Silver Jubilee, Runways, Lucky Push and even an upright version of the Silver Jubilee.

Decimalisation in 1971 rejuvenated the UK manufacturing market, but the three-day week of 1972 and 1974 severely dented this progress. Even though Jamieson Automatics were still successful with some machines it was difficult to survive and on 20th November 1979 they ceased trading, by this time having designed and manufactured over 100 models of amusement machines during their 23 years of existence. Arthur Jamieson decided it was time to retire aged 64 and sadly he died in 1985 aged 72.

Joyce Todd

Strange but True Part 2

By Robert Rowland

The Empire amusement arcade in Mablethorpe was situated just a short walk away from the main High street, and back in the 1960s we always thought it was worth a visit. As a ten year old, I always wondered how that creaky old wooden floor held the weight of all the machines; it must have been pretty tough wood!

In 1965, Empire was owned and run by Fred Thomson, a large, oldish chap who nearly always used to be sat behind one of the change desks. He was usually behind the one by the entrance, so to get in the arcade you had to pass his desk. He was always dressed in a black suit and hat, and to be honest, he always looked miserable. It really looked like he had just returned from a funeral; it was all so depressing!

Some days, the minute I walked in, he pointed the 'out' finger; other days he said nothing. That's just how it was. My pleasure in Empire, when I actually got in, was a Brenco Wheel of Fortune, a Moonraker, plus the only Derby Day wall machine in town. Another attraction in there was the bingo; not the bingo itself, but Fred's Granddaughter Marie (oh, we did fancy her)! She used to be stood around the bingo giving change, and we even had a few games now and then, just to be near her.

A couple of summers later, Fred seemed to be about a lot less, which was good news for me. Then next summer, the arcade was being run by Fred's son-in-law, Fred Abbott. The bingo got well established and people were calling the place 'Fred's Bingo', as well as Empire. The bingo even took-off in the winter months (although sadly, no Marie). Luckily, I've found an old bingo 'win' from around 1970. These were thick plastic, rectangular chips with 'Thomson's Bingo One Win' printed on one side; the other side reads 'Fred's Bingo Mablethorpe One Win.' They didn't even have new ones made; they simply used both sides.

Sadly, both Freds passed away in the mid 1970s. Moving forward, in 2011 I met an old school friend of mine from 1965, called Peter Thomas. We had a bit of a catch-up and eventually got talking about old slot machines. Peter told me that back in 1979 he and Joe Howden (who I also knew at school) were asked by the current owner of Empire (who was Fred's wife, Mrs Abbott) if they would lay a concrete floor in the arcade, as some of the old wooden floor boards were coming loose.

As they started to remove the boards, they found wall machines and one-armed bandits under the floor! The more boards they removed, the more machines turned up. Fred must have put them there in 1971 when the new decimal currency was introduced. The final count amassed well over one hundred wall machines and bandits under that floor. Nobody around the place at that time seemed to know anything about those machines.

To think that I was a regular player in there in the mid 1970s, and I had no idea that all those machines were stored just below me. Peter said he and Joe should have taken the machines themselves. He did tell me the name of the chap who ended up taking the lot. It was not a name that I had heard before, and apparently he lived just outside of town. Peter also said that this chap would not sell anything – who knows if he still has all those machines today? It was over thirty years ago now, but this true story really got me hooked. What a find!

Next month we finish with two more Strange but True stories.

Robert Rowland



About two years ago local builders were doing some restoration work on the Empire arcade, and while removing timber they found Freds old sign still on the outside wall, which had been there since the late 1960s. As well as hiding all those machines under the floorboards, he had also done a cover-up over the sign outside. Luckily my friend took this picture, because a week later the sign was gone.

Vintage Penny Arcades

By Jerry Chattenton

Well, I said last year that I was concerned for the future of our vintage penny arcades, and that I would write a few words in the New Year, so here we go. I think to start, we should consider what constitutes a *penny arcade* and how an arcade is distinguished from a *collection of machines*.

There are several tourist attractions to be found around the country that also include vintage penny slot machines. Stuart Dale has written about most of these venues in the magazine over the years, so they will be familiar to you all. A good example is the House on the Hill toy museum at Stansted, which has a fine collection of vintage slots, although not all are available to play. However, these venues do not, in my view, constitute a 'Penny Arcade' as the machines are part of a bigger attraction and cannot be accessed without paying to get into that attraction. More importantly, where there are a good number of machines, such as House on the Hill or Watermouth castle, the machines are not necessarily presented as an 'arcade' but are scattered in small groups or individually around the venue.



A nice collection of machines at Bygoness, Torquay.

I think in the main these collections of machines are safe, so long as the attractions in which they are situated continue to operate (and of course, in these recessionary times, there are many tourist attractions struggling for survival). For most of these venues, the additional income from visitors playing the machines will be welcome, so it is unlikely the machines would be removed from the attraction.

What concerns me is the future for our 'stand alone' penny arcades, such as mine down in Brighton. Two of our well established arcades closed last year, which has left a considerable void. The first was Clive Baker's arcade on Southport pier, which with over a hundred machines was the biggest in the country. The second was Darren Hesketh's *Museum of Amusements* at the Candle Workshops in Cheshire, which closed just before Christmas. I should say, that although Darren's arcade was part of a bigger attraction, I would consider it an 'arcade' rather than a collection, as it was certainly presented as an arcade, with around sixty machines.

A vintage penny arcade could be situated anywhere I guess, but the obvious location is surely the seaside. It occurred to me recently that with the loss of Clive's Southport site and Chris Parcell's *Old Penny Memories* in Bridlington a few years ago, we're now left with just two vintage seaside arcades, these being Peter Williamson's in Great Yarmouth and mine in Brighton. There have been a number of smaller arcades operating at seaside locations in the past, but as far as I'm aware, there is no one operating now other than Peter and myself.



Clive Baker's Southport arcade, now closed.

So why are we seeing a demise in our vintage arcades? There are a number of reasons, but let's consider what is required to operate vintage machines. The first requirement is someone with sufficient interest, and of course a large number of machines. That's a lot easier said than done! I have known several collectors in the past who have expressed an interest in operating machines, but nothing has ever come of it. Anyone with a good, well paid job would be foolish to give it all up to operate machines.....and that's assuming they do actually have a large number in their collection. In addition, having a large number of machines doesn't mean they would be the 'right' machines. Most of the machines I operate have been acquired specifically for operating, but are not necessarily what I would want in my personal collection.

But here's the difficult bit: a site. Finding a good site, at a busy location is almost impossible. The really prohibitive aspect of any site, even if it's a crap location, is the overheads, not least the rent. When Clive lost his Southport arcade he took on a smaller site on Blackpool's North pier. It was a nice little arcade, up and running in time for the school summer holidays, but it didn't last long, in fact Clive was forced to close before Christmas, purely due to the excessive overheads.



Clive Baker's short-lived vintage penny arcade on the North pier, Blackpool.

The fact is, no one makes any money out of operating vintage machines, and what little there is to be earned, quickly gets frittered away in paying the bills. The few vintage penny arcades that remain are operated by those of us who have been doing so for a considerable number of years, in Clive's case, over thirty. There has been no new blood for many years (probably because they have more sense), which leaves just us few mugs to carry the torch.

So why is it that vintage arcades are not sufficiently profitable? Some might suggest that old penny machines must have been good earners back in their day, so why not now; are they not popular? Why can they not stand up and hold their own against modern arcades? The reasons are complex, but basically amount to a change in culture; a change in technology; the way we spend our leisure time and an unrealistic hike in overhead costs.

Let's first take culture. Up until the 1960 Betting & Gaming act, games of pure chance (i.e. gambling machines) were illegal. Punters were used to playing games that did no more than return the players coin and maybe give a free go. A visit to an amusement arcade was just that: for amusement. During the 1960s, thanks to the 1960 act, manufacturers were increasingly producing cheap electro-mechanical gambling machines, which for the first time offered the punter an opportunity to 'win', all be it no more than a maximum of twelve times their stake, but for the era 'serious' winnings. As the decade progressed, manufacturers and operators were able to increase the stake from a penny to thre'pence, or even sixpence, thus increasing the potential winnings; satisfying those with the new-found gambling bug, and also making greater profits for the operator. So it was during the 1960s that the gambling culture developed.

Now technology. The electro-mechanical era was relatively short-lived, and as we progressed through the 1970s, more complex electronic machines started to develop, offering more exciting games, with even greater winnings on offer (thanks to the 1968 betting & gaming act). So by a combination of culture and technology, punters who now play machines in modern arcades do so for the most part purely from a gambling perspective; they play to win. Many players will think nothing of ploughing a fiver's worth of ten pence coins into a pusher, but would they do the same with an allwin? Of course, not all modern machines are of a gambling nature. For instance, there are many simulator type machines to be found in some arcades: sit on a horse or a motorbike, watch the screen and away you go! These machines are no doubt great fun; they're also £2 a go!

How about leisure time? We all know that there has been a developing trend since the 1960s and 70s whereby for many families now, 'holiday' means 'abroad'. Whilst it's desperately sad that so many would rather support the Spanish tourism industry than our own, the problem goes much deeper. The British seaside has always relied heavily on day-trippers. Fifty years ago, a trip to the seaside was a real treat, as there wasn't much else going on in most households. There were no X boxes, no Play Stations, no internet.....there wasn't even much on the telly!

Fifty years ago, a seaside amusement arcade might open at 9.00 in the morning and still be open at gone midnight, and would be packed with eager punters throughout. Doesn't happen now. Come down to Brighton on a nice sunny day in June, and the place will be dead at 11.00 in the morning and deserted by 5.00 in the afternoon. Of course, modern arcades have the same problem (to an extent), but remember, they have the machines swallowing up pound coins; vintage operators don't.

But here's the killer: overheads. In this respect, vintage penny arcades are no different to any other business, particularly with regard to rent. Commercial rents are very closely linked to property prices, and we all know what's happened with property prices over the last couple of decades. My house is probably worth four times what I paid for it, but I certainly don't earn four times now what I was earning the day I signed the mortgage agreement. Our high streets all over the country are on their knees, with boarded-up shops. We constantly blame the supermarkets and internet for



My arcade in Brighton.....but for how much longer?

this dire situation (totally warranted) but excessive rents and business rates have certainly played a major part in the decline of our town centres and seaside resorts. And then there are other costs, such as insurance and staff (for those of us that can actually afford to employ staff)! In real terms, these costs have all spiralled way beyond what arcade owners were paying fifty years ago.

Taking all of this into account, and bearing in mind that even many modern arcades are struggling, clearly the vintage penny arcade, which can never compete with the pound coin-swallowing gambling culture of modern arcades, doesn't have much of a future. Clive will have to start thinking about retiring in the not too distant future; Peter and I won't be far behind, and Darren (the youngest among us) will be left as the 'Penny Arcade King!.....Don't let us down, Darren.

On a personal note, as you may have guessed from some of my moanings last year, I can't see any future for me in Brighton. To be honest, I can't wait to get out of the dump. There is a possibility of an alternative site, although I am now seriously starting to question whether I want to continue wasting my life operating old machines, just to cover the overheads.

I guess, at the end of the day, we do it because we enjoy what we do, and if we didn't, who would? When a small child's face lights up as he picks up a lollypop from the crane or gets his penny back from an allwin, it sort of makes it all worthwhile.....

It would just be nice to make some bloody money out of it!

Jerry

Next month, I shall compile a list of all the vintage penny arcades and collections that can be found around the country.

Lineage ads. are free to subscribers and will run for two issues, unless you instruct me otherwise. Please ensure I have your ads. by the 20th of the month for inclusion in the next month's issue. Remember to include your telephone number and the area where you live. Post or e-mail to the address on page 2

For Sale
Downsizing Collection

Mills Roman Head, Castle Front with Vendor, Crowns, Half Tops, Hi Tops, QTs and Jennings.

Please call Tom 01603 722328 for details.
Collection from Norwich, Norfolk.

For Sale

Jubilee Riviera one-armed bandit on 10p play, restored by Henry Powell. In nice condition and plays well. The outer metal work has been powder coated and is in nice condition. £275

Sega Diamond Star one-armed bandit on 5 play. In good working order and in nice condition. £250

Both machines are without locks, but these are available on ebay for around £4.

Tony 07974 460742 (Romford, Essex)

Wanted

Bryans Clock in good condition, small size wooden cabinet. Preferably 12 Win.

Keith 0161 7648089 (Manchester)
KEITHANDL@sky.com

For Sale

Jubilee Riviera one-armed bandit, on 2p play. No locks. Could do with a clean, hence price. £175.

Bryans Bullion on 1p play, in working condition. No locks, but have Yale square chrome locks at £10 each if you want them. Needs new base and missing top Bullion sign. £250

Tony 07974 460742 (Romford, Essex)

Wanted

Plans or drawings for working models, Haunted Churchyard etc. for vintage amusement arcade.

Pete 01493 369938 (Norfolk)

Wanted

Gottlieb Rocky pinball. Any condition, as long as complete. Cash waiting.

metalball@hotmail.co.uk

Call or tx Gaz 07887 926601 (Essex)

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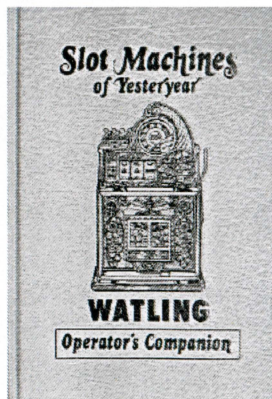
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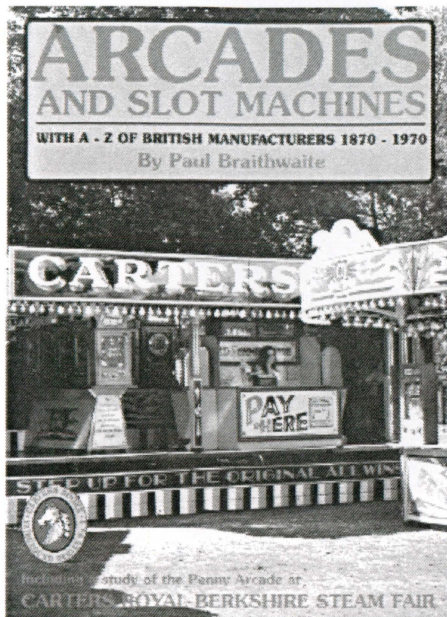
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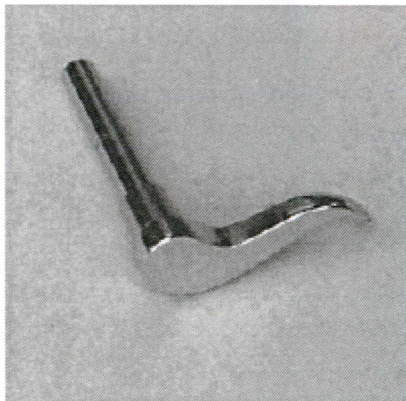
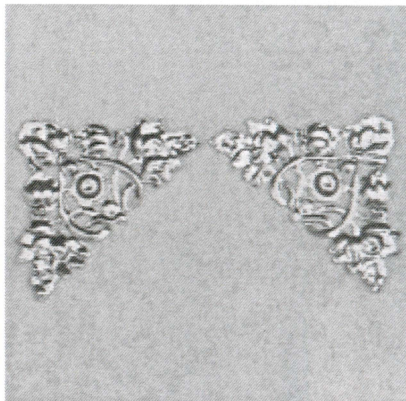
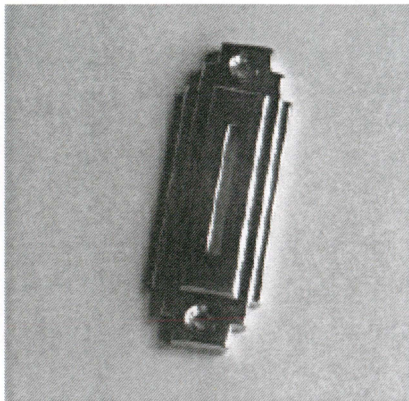
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